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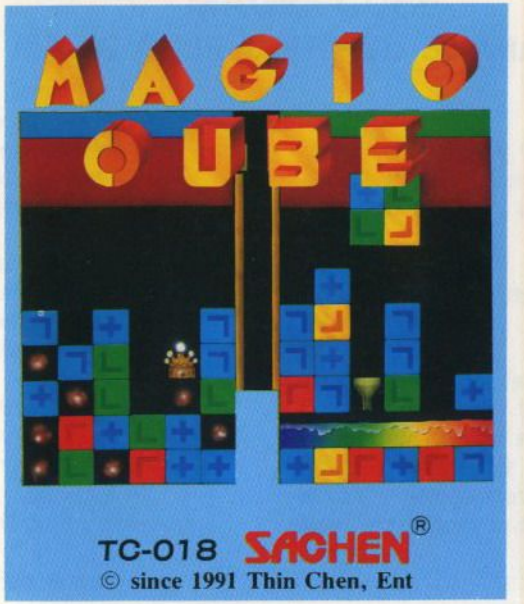
SACHEN

SACHEN®



TC-018

MAGIC CUBE

MAGIC CUBE CONTROL SUMMARY

Before the Game

1.First Page :

Right & Left Arrows:	Select the game's function
Up & Down Arrows :	Select the option mode
Start Button :	Enter to the next page

2.Second Page :

Right & Left Arrows :	Select the level
Up & Down Arrows :	Select the option mode
Start Button:	Starts the game

Game control

A Button	Turns the blocks' feature clockwise
B Button	Change the blocks type before fallen from the up area
Start Button	Starts the game or checks the blocks appeared statistic.
Control Pad Arrows	Move the blocks in the indicated direction.

MAGIC CUBE

Thank you for selecting the cartridge of Thin Chen Ent.
Please read this instruction booklet carefully to ensure proper handling of your new game, and save this booklet for future reference.

CONTENTS

I .PRECAUTIONS

II .INTRODUCTION

III.GAME CONTROL

IV.HOW TO PLAY THE GAME

V .SPECIAL OBJECTS

Ⅰ. PRECAUTIONS

1) Store at room temperature.Do not dubject to enviromental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nitendo® system.
3) Keep contacts clean(do not touch them and store the cartridge in its box when not in use).
4) Do not try to open disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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Ⅱ. INTRODUCTION

Have you ever played with "Russian Blocks"? And have you played with "Magical Stone"? Now the "Magic Cube" will bring you to the new world -break through the routine patterns and combine those traditional blocks with new idea. Turn on your machine, and you won't sorry !

Be careful to choose the option modes before the game. Different levels effect the different challenges, and there are several treasures you may use for obtaining the scores. Good luck and you will know how fantastic it is !

Ⅲ. GAME CONTROL

1.Select-game Page

①Players mode - one player or two players or VS Computer
②Set the treasure
③Assign objects by computer
④Select mode to see next block
⑤Set the trick on your rival (when two players or VS computer)
⑥Starts the game

Right + left arrows

Up + down arrows
Start button

Select players mode and choose the game (yes or no)
Identify the item
Starts the game when in "EXIT"

2.Assign-object Page

① Select level
② Choose the objects
③ Set the quantity
④ Return to first page
⑤ Starts the game

Right + left arrows
Up + down arrows
Start button

Select level
Identify the item
Starts the game when in "EXIT".
Return to select level when in "Quit".

3.Game-control Page

A Button
B Button

① Current scores
② Next block stand by area
③ Level
④ Game column
⑤ Assigned pattern column

Turn block's feature clockwise
Change the blocks type before

Start Button

Control Pad Arrow

fallen from the stand-by area
Pause the game and check the blocks appeared statistic.
Move the blocks in the indicated direction. Accelerate speed by down-arrow.

4.Statistic Page

① Blocks quantity area
② Assigned objects quantity area
③ Restart the game
④ Game over return to first page

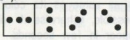
Enter to this page
Select "Restart" or "Game over"

Start Button
Select Button

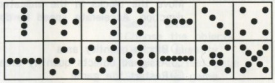
Ⅳ. HOW TO PLAY THE GAME

1.Block Type :

2.Basically there are 4 patterns as below to delete blocks as a line or cross (at least 3 blocks).



3.You can assign objects among the following 14 patterns by computer in addition to above 4 patterns :



V. SPECIAL OBJECTS

When delete at least 2 lines, the goblin will appear in indicated position. You will obtain scores by pressing the goblin's head with the falling block as same as its color as fast as possible, otherwise it will disappear in few seconds.

Goblin

When you complete 16 lines, the bomb will help you to delete 3 x 4 blocks.

Bomb

When you complete 32 lines, Rainbow funnel will help you to delete one line of blocks.

Rainbow Funnel

When complete 64 lines, the crown will fall down. You can control falling direction, the crown will help to delete all same type/color blocks as the block it touch at the same time.

Crown

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock N. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System©

MAGIC CUBE EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____ / ____ / ____ PHONE #(Optional): ( ) ____ -- ____

GRADING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE